WHAT IS CLAIMED IS:

1.   A system for interacting with an online/offline game, comprising:

a mobile terminal for downloading a game that is executable in an offline mode over a communication channel, playing the downloaded game, and transmitting update information including number information of the mobile terminal and a resultant game score over a wireless channel; and

a mobile game server, which includes a memory for storing the number information of the mobile terminal and the resultant game score corresponding to the number information, for detecting the number information of the mobile terminal from among the received update information upon receiving the update information from the mobile terminal, and storing the resultant game score in the memory according to the detected number information;

wherein the mobile terminal accesses the mobile game server over the wireless channel upon receipt of an entry command signal, and downloads the resultant game score stored in the mobile game server.

2.   The system as set forth in claim 1, wherein the mobile game server determines whether the detected number information of the mobile terminal is contained in the memory, updates the resultant game score in the memory according to the stored number information, if the detected number information is contained in the memory, and registers the detected number information in the memory and stores the resultant game score in the memory according to the registered number information, if the detected number information is not contained in the memory.

3.   The system as set forth in claim 2, wherein the mobile game server transmits update result information for indicating a success of storing the resultant game score in the memory to the mobile terminal.

4.   The system as set forth in claim 3, wherein the mobile terminal receiving the update result information from the mobile game server stores game status information not including the transferred resultant game score, if it is determined that the resultant game score has been successfully stored in the memory on the basis of the

5   received update result information, and stores game status information including the transferred resultant game score, if it is determined that the resultant game score has not been successfully stored in the memory on the basis of the received update result information.

5.   The system as set forth in claim 4, wherein the mobile terminal displays

10   a message indicating storage failure of the resultant game score on a display screen of the mobile terminal, if it is determined that the resultant game score has not been successfully stored in the memory.

6.   The system as set forth in claim 5, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of

15   the game, level information indicating ability of the character, and position information of the character.

7.   A method for interacting with an online/offline game utilizing a mobile terminal and a mobile game server, said mobile terminal for downloading a game that is executable in an offline mode over a communication channel, and playing the

20   downloaded game, and said mobile game server including a memory for storing number information of the mobile terminal and a resultant game score corresponding to the number information, said method comprising the steps of:

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a) transmitting update information including the resultant game score of the game played and the number information of the mobile terminal over a wireless channel upon receipt of an entry command signal;

b) receiving the update information from the mobile terminal;

5 c) detecting the number information of the mobile terminal from the received update information;

d) storing the resultant game score included in the update information in the memory according to the detected number information; and

e) accessing the mobile game server over the wireless channel and downloading

10 the resultant game score stored in the memory.

8. The method as set forth in claim 7, wherein step (d) comprises the steps of:

d1) determining whether the number information detected at step (c) has previously been registered in the memory; and

15 d2) if it is determined that the number information has previously been registered in the memory, updating the resultant game score in the memory according to the registered number information.

9. The method as set forth in claim 8, further comprising the step of:

d3) if it is determined that the number information has not been previously

20 registered in the memory at step (d1), registering the number information in the memory, and storing the resultant game score in the memory according to the registered number information.

10. The method as set forth in claim 9, further comprising the step of:

d4) after performing one of steps (d2) and (d3), transmitting, to the mobile terminal, update result information including predetermined information indicating a success of storing the resultant game score in the memory.

11. The method as set forth in claim 10, further comprising the steps of:

d5) receiving the update result information;

d6) detecting the information indicating the success of storing the resultant game score in the memory;

d7) if it is determined that the resultant game score has been successfully stored in the memory, storing game status information not including the transferred resultant game score; and

d8) if it is determined that the resultant game score has not been successfully stored in the memory, storing game status information including the transferred resultant game score.

12. The method as set forth in claim 11, further comprising the step of:

d9) if it is determined that the resultant game score has not been successfully stored in the memory, displaying a message indicating a storage failure of the resultant game score on a display of the mobile terminal.

13. The method as set forth in claim 12, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of the game, level information indicating at least one ability of the character, and position information of the character.

14. A system for interacting with an online/offline game, comprising:

a mobile terminal for downloading a game that is executable in an offline mode, playing the downloaded game, transmitting update information including number information of the mobile terminal and a resultant game score over a wireless channel;

an authentication server for receiving the update information, and determining 5 whether an access request of the mobile terminal associated with the number information of the update information is permitted according to registration authentication information of the mobile terminal;

a mobile game server for accessing the mobile terminal transmitting the update information over a channel, and determining whether the resultant game score is 10 updated according to the determination result of the authentication server; and

a mobile DB (DataBase) server for updating the resultant game score associated with the mobile terminal in a predetermined table storing entry data, if it is determined that the resultant game score is updated.

15. The system as set forth in claim 14, wherein the authentication 15 information includes registration identifier (ID) information corresponding to the number information of the mobile terminal, and indicates that the access request of the mobile terminal is permitted on the basis of a presence of the registration ID information corresponding to the number information of the mobile terminal transferred from the mobile game server.

20 16. The system as set forth in claim 15, wherein the mobile game server, if the authentication server determines that the registration ID information associated with the mobile terminal is not contained in the authentication information, controls the authentication server to register the number information and ID information corresponding to the number information in the authentication information, and 25 controls the mobile DB server to store the resultant game score according to the number information and the ID information registered in the authentication information.

17.   The system as set forth in claim 5, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of the game, level information indicating at least one ability of the character, and position information of the character.

5   18.   The system as set forth in claim 17, wherein the table includes:

a transmission information table including the number information of the mobile terminal, the registration ID information corresponding to the mobile terminal, and the resultant game score transferred from the mobile terminal; and

a game information table including game information of games that are

10   executable in the mobile terminal.

19.   The system as set forth in claim 18, wherein the mobile game server transmits update result information indicating a success of storing the resultant game score in the table of the mobile DB server to the mobile terminal.

20.   The system as set forth in claim 19, wherein the mobile terminal

15   receiving the update result information from the mobile game server stores game status information not including the transferred resultant game score, if it is determined that the resultant game score has been successfully stored in the mobile DB server on the basis of the received update result information, and stores game status information including the transferred resultant game score if it is determined that the resultant game

20   score has not been successfully stored in the mobile DB server on the basis of the received update result information.

21.   The system as set forth in claim 20, wherein the mobile terminal displays a message indicating a storage failure of the resultant game score on a display

of the mobile terminal, if it is determined that the resultant game score has not been successfully stored in the mobile DB server.

22. A method for interacting with an online/offline game utilizing a mobile terminal and a mobile game server, said mobile terminal for downloading a game that is executable in an offline mode over a wireless channel, and playing the downloaded game, and said mobile game server including a memory for storing number information of the mobile terminal and a resultant game score corresponding to the number information, said method comprising the steps of:

a) transmitting update information including the resultant game score of the game played and the number information of the mobile terminal over a wireless channel;

b) receiving the update information from the mobile terminal;

c) determining whether the number information included in the received update information and registration ID information corresponding to the number information are found;

d) if it is determined that the registration ID information has been found, storing the resultant game score in a table for storing entry data; and

e) upon receiving a request signal for downloading the resultant game score stored in the table from the mobile terminal connected over the wireless channel, downloading the resultant game score stored in the table into the mobile terminal.

23. The method as set forth in claim 22, further comprising the step of:

f) if the registration ID information is not found at step (c), registering the number information and the ID information corresponding to the number information, and storing the resultant game score according to the registered number information and the ID information.

24. The method as set forth in claim 23, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of the game, level information indicating at least one ability of the character, and position information of the character.

25. The method as set forth in claim 24, wherein the table includes:

a transmission information table including the number information of the mobile terminal, the registration ID information corresponding to the mobile terminal, and the resultant game score transferred from the mobile terminal; and

a game information table including game information of games that are executable in the mobile terminal.

26. The method as set forth in claim 25, further comprising the step of:

g) after performing step (d), transmitting update result information including predetermined information indicating a success of storing the resultant game score in the table to the mobile terminal.

27. The method as set forth in claim 26, further comprising the steps of:

h) receiving the update result information having been transferred at step (g);

i) determining the success of storing the resultant game score in the table from the received update result information;

j) if it is determined that the resultant game score has been successfully stored in the table, storing game status information not including the transferred resultant game score in the mobile terminal; and

k) if it is determined that the resultant game score has not been successfully stored in the table, storing game status information including the transferred resultant game score in the mobile terminal.

28.   The method as set forth in claim 27, further comprising the step of:

l) if it is determined that the resultant game score has not been successfully stored in the table, displaying a message indicating a storage failure of the resultant game score on a display screen of the mobile terminal.

5   29.   A mobile interactive game system, comprising:

a mobile terminal for downloading a game that is executable in an offline mode, playing the downloaded game, and transmitting update information including number information of the mobile terminal and a resultant game score over a wireless channel in order to update;

10   a mobile game server, which includes a memory for storing the number information of the mobile terminal and the resultant game score corresponding to the number information, for storing the resultant game score associated with the number information included in the update information received from the mobile terminal in the memory, and transmitting the update information; and

15   an online game server for providing a user with a communication service needed to execute the game in an online mode, detecting the resultant game score from the update information transferred from the mobile game server, determining whether a registration character associated with the resultant game score is found, and recording the resultant game score in the registration character if it is determined that the
20   registration character has been found;

wherein the mobile game server connects the mobile terminal with the online game server.

30.   The system as set forth in claim 29, wherein the online game server determines a presence the character corresponding to the resultant game score, and
25   transmits update result information indicating a success of recording the resultant game

score in the character to the mobile game server according to the determination result; and

wherein the mobile game server analyzes the update result information, transmits a message indicating record success of the resultant game score to the mobile

5   terminal, if it is determined that the resultant game score has been successfully recorded in the character, and transmits a message indicating record failure of the resultant game score to the mobile terminal, if it is determined that the resultant game score has not been successfully recorded in the character.

31.   The system as set forth in claim 30, wherein the mobile terminal stores

10   game status information not including the transferred resultant game score upon receipt of the message indicating the record success, and stores game status information including the transferred resultant game score upon receipt of the message indicating the record failure.

32.   The system as set forth in claim 30, wherein the mobile terminal

15   displays the message indicating the record failure on a display of the mobile terminal, upon receipt of the message indicating the record failure.

33.   The system as set forth in claim 32, wherein the resultant game score includes at least one of a name of the character, a retention item and a usage item of the character, level information indicating at least one ability of the character, and position

20   information of the character.

34.   An interactive game method utilizing a mobile terminal, an online game server, and a mobile game server, said mobile terminal for downloading a game that is executable in an offline mode, playing the downloaded game, said online game server for providing a user with a communication service needed to execute the game in an

online mode, and said mobile game server for connecting the mobile terminal with the online game server, said method comprising the steps of:

a) transmitting update information including number information of the mobile terminal and a resultant game score over a wireless channel ;

5   b) upon receiving the number information included in the update information, updating the resultant game score in a memory, which stores the number information of the mobile terminal and the resultant game score corresponding to the number information, and transmitting the update information to the online game server;

c) detecting the resultant game score from the update information;

10   d) upon receipt of the detected resultant game score, determining whether a registration character associated with the resultant game score is found;

e) if it is determined that the character has been found, recording the resultant game score in the character.

35.   The method as set forth in claim 34, further comprising the steps of:

15   f) determining a presence of the character corresponding to the resultant game score, and transmitting update result information indicating a success of recording the resultant game score in the character to the mobile game server according to the determination result;

g) analyzing the update result information; and

20   h) if it is determined that the resultant game score has been successfully recorded in the character, transmitting a message indicating record success of the resultant game score to the mobile terminal.

36.   The method as set forth in claim 35, further comprising the step of:

i) transmitting a message indicating record failure of the resultant game score to

25   the mobile terminal, if it is determined that the resultant game score has not been successfully recorded in the character at step (g).

37.   The method as set forth in claim 36, further comprising the steps of:

j) upon receipt of the message indicating the record success, storing game status information not including the transferred resultant game score; and

k) upon receipt of the message indicating the record failure, storing game status information including the transferred resultant game score.

38.   The method as set forth in claim 37, further comprising the step of:

l) upon receipt of the message indicating the record failure, displaying the message indicating the record failure on a display of the mobile terminal.

39.   The method as set forth in claim 38, wherein the resultant game score includes at least one of a name of the character, a retention item and a usage item of the character, level information indicating at least one ability of the character, and position information of the character.